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jealousy or attraction, semi-orcs have the worst of both worlds: physically weaker than their orcs, they also tend to fear or be attacked outright by people who don't bother to distinguish between full orcs and half-orcs. Even under the best conditions, semi-orcs in civilized societies are not exactly accepted
and seem to be valued only for their physical abilities. On the other hand, orc leaders were known to deliberately appear semi-orcs, as halfbreeds make up for the lack of physical strength with increased cunning and aggression, making them natural leaders and strategic advisers. Within orc tribes, semi-
orcs are constantly trying to prove their worth in combat and feats of strength. Semi-orcs raised in orc tribes are more likely to fold tusks and cover up with tribal leaders quietly recognize that semi-orcs are often wiser than their orc cousins and often disciple them to the shaman tribe, where
their cunning can eventually strengthen the tribe. The shaman's practice, however, is a brutal and often short-lived distinction, and those half-orcs who survive either become influential in the tribe or are eventually forced to leave. Semi-orcs have significantly mixed experiences in human society, where
many cultures see them as little more than They are often unable to even get a normal job and are pressed to serve in the military or sold into slavery. In these cultures, semi-orcs often lead furtive lives, hiding their nature whenever possible. The dark underworld of society is often the friendliest place, and
many semi-orcs end up serving as enforcers for guilds of thieves or other types of organized crime. Less often, human cities can allow semi-orcs to live a more normal existence, even allowing them to develop small communities of their own. These communities are usually centered around arena districts,
military organizations or mercenaries, where their brute force is valued and their appearance is more likely to be left out. Even in an environment of its own kind, half-orc life is not easy. Intimidation and physical confrontation comes easily to people who have been brought up with several other examples of
behavior. However, it is one of the best places for young semi-orcs to grow up without prejudice, and these small enclaves are one of the few places where semi-orcs for marriage and children are truly accepted and sometimes valued. Even less often, some human cultures come to accept semi-orcs for
their strength. There are stories of places where people see the children of semi-orcs as a blessing and are looking for lovers of semi-orcs lead a life little different from full-blooded people. Relationships: Elves and dwarves seem to be the least accepting of half-orcs,
seeing them as too much resemblance to their racial enemies, and other races are not much more forgiving. Lifelong persecution leaves the average half-orca wary and quickly angry, but people who break through its wild exterior may find a well-hidden core of empathy. Human societies with few orc
problems are usually the most favourable, and semi-orcs living there can often find work as emeritors and enforcers. Even in places where there is a general tolerance for semi-orcs, however, many people bully them when they can get away with it. Half-orcs are jealous of the measure of acceptance of
half-elves in human and elf society and are outraged at their physical beauty, which contrasts sharply with the brutal appearance of half-orcs. While semi-orcs avoid antagonizing their semi-racial cousins directly, they won't hesitate to challenge them if the opportunity arises. Of all the other breeds, semi-
orcs are the most sympathetic of halflings, who often have equally rough batches in life. Half-orcs respect halfling's ability to blend in and out and admire their eternally cheerful view of life despite the difficulties. Halflings underestimate this fact because they are usually too busy avoiding large, intimidating
half-orcs. Alignment and Religion: Forced to among violent orcs or as long experience that there is no point in
doing anything but what directly benefits themselves. Half-orcs worship human or orc gods worshipped in the area where they were raised. Those who live alongside people most often worship the human gods of war, freedom or destruction. Half-orcs raised in orc tribes are most attracted to the gods of
blood, fire, and iron—depending more on what God worships the tribe, rather than on the personal preferences of the half-orcs. Many semi-orcs are opposed to religion, either completely ignoring it or engaging deeply in it and trying to find meaning in a life full of hatred and misunderstanding; even half-
orcs divine spellcaster can grapple with doubts and anger about religion and faith. Adventurers: Die-hard independents, many semi-orcs take to life the adventure of necessity, trying to escape the painful past or improve their party by the power of weapons. Others, more optimistic or desperate for
acceptance, take the mantle of crusaders to prove their worth to the world. Semi-orcs raised in orc societies often take the brutal ways of those around them, becoming fighters, barbarians or rangers. Semi-orcs who survive shaman training can eventually succeed as tribal shamans or escape from the
tribe and practice their magic as outcasts or explorers. Semi-orcs are just as likely to have an innate talent for witchcraft as any other race, with a precipice, intended and elementary bloodlines of fire, which are the most common types of sorcerers. Semi-orcs are fascinated by alchemy,
and its destructive abilities make its usefulness obvious in any orc tribe. Semi-orc alchemers treat themselves as living experiments, even to the point that they try to separate their powers to increase their physical abilities and thus increase
their status in orc communities. In human societies, half-orcs have a few more options. Many of them will easily benefit from brute force and work as emerivismers or caravan guards. Crime is another easy route for semi-orcs, as there are plenty of criminals looking for a strong arm. Semi-orc clergy in
human communities are quite rare; More religious semi-orcs are more likely to turn to (or get pushed into) war aspects of religious service and become paladins or inquisitors. Semi-orcs usually lack the patience and money needed to become a wizard. Male names: Ausk, Davor, Hakak, Kizziar, Makoa,
Nesteruk, Tsadok. Female names: Canan, Drogheda, Goruza, Shirish, Tevaga, Zeljka. Semi-Orcs Racial Characteristics +2 to One Ability Score: Semi-orcs characters earn +2 bonus to one score of their ability to choose in creation to represent their diverse Medium: Half orcs are medium creatures and
have no bonuses or penalties due to their size. Normal speed: Semi-orcs have a base speed of 30 feet. Darkvision: Half-orcs can see up to 60 feet in the dark. Bullying: Half-orcs can see up to 60 feet in the dark. Bullying: Half-orcs can see up to 60 feet in the dark. Bullying: Half-orcs can see up to 60 feet in the dark. Bullying: Half-orcs receive a +2 racial bonus on intimidation checks due to their terrifying nature. Orc Blood: Half-orcs count as both humans and
orcs for any race-related effect. Orc Ferocity: Once a day, when a half-plowing is brought down below 0 hit points but not killed, he can fight for 1 more innings as if disabled. At the end of the next turn, unless it leads to more than 0 hit points, he immediately falls unconscious and begins to die. Weapon
Knowledge: Semi-orcs are proficient with greataxes and falchions and treat each weapon with the word orc in the name as a combat weapon. Languages: Semi-orcs are starting to play by speaking Common and Orc. Semi-orcs with high intelligence results can choose from abyssal, Draconic, Giant, Gnoll
and Goblin. The alternative racial principles of Half-orcas are as diverse as humans and orcs in terms of culture and environment. The following rules represent some of these different aspects and can be taken by any semi-ploughing character. At GM's discretion, the semi-orc can also choose from
alternative racial rules for orcs. Alternative racial characteristics Instead of existing racial characteristics of semi-orcs, you can choose the following racial trait
instead of its orc cruelty racial trait. Acute Darkvision: Some half-orcas have an exceptionally sharp darkvision, gaining a darkvision of 90 feet. This racial trait replaces the cruelty of orcs. Beastmaster: Some half-orcs have a spiritual kinship with fantastic beasts, grabbing them for sport or life and hunting
with them. A half-orc with this trait treats whips and nets as a fighting weapon and gains a +2 racial bonus on animal controls. This racial trait replaces the cruelty of orcs, exatating their bestial
appearance, but improving their already senses. They gain a +2 racial bonus on perception control. This racial trait replaces the cruelty of orcs. Cavewight: Some semi-orcs live far below the surface, seeking freedom in winding cave complexes. Semi-orcs with this racial trait gain +1 racial bonus on
knowledge (dungeoneering) and survival controls made underground. This racial trait replaces an intimidating trait. Chain Fighter: Some semi-orcs escaped from captivity and converted the chains of their imprisonment into deadly weapons. Half-orcs with this racial trait are proficiency with beaters and
heavy beaters and treat terrible beats and barbed chains as weapons This racial trait replaces the knowledge of weapons. City Raised: Half-orcs with this feature know little about orcs and grew up among people and other semi-orcs in a big city. City raised semi-orcs are proficiency with whips and
longswords, and receive a +2 racial bonus on knowledge (local) control. This racial trait replaces the knowledge of weapons. Forest Walker: More at home in the forests and jungles of the world, these semi-orcs are well suited to their surroundings. Semi-orcs with this feature have poor vision and gain +2
racial bonus on the waiting for climbing. This racial trait replaces darkvision. Gatecrasher: Many semi-orcs with this racial trait gain a +2 racial bonus on strength controls to break objects and test the combat maneuver. This racial trait replaces the cruelty of
orcs. Rock climber: Half-orcs from mountainous regions are excellent climbers and sometimes ambush prey by jumping from above. Half-orcs with this racial bonus for stunts and climbing cheques. This racial trait replaces an intimidating trait. Sacred Tattoo: Many semi-orcs decorate
themselves with tattoos, piercings, and ritual aryas that they consider sacred markings. Half-orcs with this racial trait replaces the cruelty of orcs. Scavenger: Some half-orcs eke out leaving the collection on a pile of public garbage, and
must learn to separate rare finds from the inevitable slag. Half-orcs with this racial trait receive a +2 racial bonus on assessment checks to find hidden objects (including traps and secret doors), determine if food is spoiled, or identify an elixir by taste. This racial trait replaces an
intimidating trait. Shaman's Apprentice: Only the most steadfast survive the years of harsh treatment that preparing for shaman orcas entails. Half orcs with this trait gain stamina as a bonus feat. This racial trait replaces an intimidating trait. Skilled: Second- and third-generation orcs often favor their
human heritage more than their orc heritage. Half orcs with this trait gain 1 additional skill rank per level. This racial trait replaces the
cruelty of orcs. You can combine different alternative racial characteristics to create a sub-orc sub-orc or variant races, such as the following. Arena-Bred: Many semi-orcs are born and raised to fight in the arena, and in many cases have two parents of half-orcs and even half-orcs and a human parent.
These arena-bred semi-orcs lose the brutal physical appearance of their orc ancestors and look more human. They have brought up in the city and have skilled alternative racial characteristics. Deep Kin: half-orcas come from clans that remain in eternal darkness beneath the surface. Semi-orcs Semi-orcs Semi-orcs are not set to be a semi-orcs lose the brutal physical appearance of their orc ancestors and look more human. They have brought up in the city and have skilled alternative racial characteristics.
orcs These clans tend to be smaller and more at home underground than those coming from the orc's apartment area. These semi-orcs babies who are abandoned as infants or young children rarely survive in the wild,
but a few manage to scrape off a modest existence as wild children, hard enough to live but completely unciviliated. Feral semi-orcs have a wandering forest and toothy alternative racial characteristics. Mountain Clan: Half orcs from more mountainous regions tend to be more agile and sensitive to the
sounds of their homeland. The mountain clan of semi-orcs has bestial and rock climber racial characteristics. Mystic: Orc shamas are brutal teachers who sometimes kill or maim their most promising students to eliminate what could be a potential rival. Half-orcs who survive years of abuse by a master orc
shaman are deeply hurt and changed by this experience. Shaman interns learn early on that cunning and happiness are often the only things that give you a chance to survive. They have a shaman's disciple and a sacred tattoo of alternative racial characteristics. Preferred class options The following
options are available to all semi-orcs who have a privileged class listed and unless otherwise specified, the bonus applies to each choice of class reward. Alchemist: Add +1/2 to alchemist bomb damage. Barbarian: Add +1 to the total number of barbarian rage rounds per day. Bard: Add +1 to the total
number of bards per day. Cavalier: Add +1 hit point to your Cavalier Mount companion. If the Cavalier ever replaces his mount, the new mount gains these extra hit points. Clergyman: Choose one domain power granted on the first level, which is usually useful several times a day equal to 3 + modifier of
the wisdom of the clergyman. The clergyman adds +1/2 to the number of applications per day of this domain authority. Druid: Add +1/3 to the druid's natural armor bonus when using wild shape. Fighter: Add +2 roller bonus to stabilize while dying. Gunslinger: Add +1/3 bonus on attack rolls when using a
whip pistol deed. Inquisitor: Add a +1/2 bonus to intimidation control and knowledge control to identify creatures. Magus: Add +1 to the monk's CMD when you resist the gripper and +1/2 to the number of stunning attacks that you can try
per day. Oracle: Add one spell known from oracle's spell list. This spell must be at least one level below the top level spells oracle can cast. Paladin: Add +1/3 to critical hits taken while using smite evil +5 bonus). This bonus does not stack with critical sharpness. Hunter: Add +1 to the hunter's animal
companion. If the ranger ever replaces his animal companion, the new animal companion gains these extra hit points. Rogue: Add +1/3 on on hit during a sneak attack (maximum bonus +5). This bonus does not stack with critical sharpness. Sorcerer: Add +1/2 fire damage to spells that deal fire damage to
the sorcerer. Summoner: Add +1 hit point to summoner eidolon. Witch: Add +1 to a witch friend, a new friend gains these extra skills. Wizard: Add +1 concentration control bonus for taking damage while casting wizard spells. Racial archetypes The following
racial archetypes are available for semi-orcs. Blood God Disciple The half-orc summoner, who dedicates himself to one of the bloody gods of orcs, may believe that his eidolon is the avatar of this god, not an ordinary supernatural creature. The disciple of the blood god usually fights alongside the avatar
and offers him blood sacrifices in exchange for the valor of the fight. The disciple of the blood god has the following class characteristics. Blood god disciple can feed a recently fallen enemy to his eidolon, allowing the outsider to direct some of his power to the summoner.
Eidolon must issue a standard action to eat part of the enemy, which must be a living, bodily creature killed or knocked unconscious by an eidolon or summoner at the last minute. This food deals damage to the target as if the eidolon attacked him with one natural attack (usually a bite). A fallen creature
must have at least half the bone hit than the summoner. After feeding, the summoner can manifest one 1-point evolution. This takes 1 minute. Evolution effects use summoner's hit bones and skill scores, not eidolon. The disciple of the blood god can use this ability several times a day equal to 3 + his
charisma modifier. It can apply only one use of this ability at a time (using it a second time replaces the evolution has. On Level 5, when a blood god disciple uses a blood feast, he can manifest one 2-point evolution instead of a 1-
point evolution. Level 9 can manifest up to two evolutions with a total value of 3 evolution points or less. At level 17, it can manifest up to three evolutions with a total value of 5 evolution points or less. This ability
   blaces abilities that resemble spells I, III, V, VII, and IX. Blood Gift (Su): In the third level, when a blood god disciple uses a blood feast to manifest evolution, he can touch one ally and grant it that evolution. Each affected swearing counts as one use per day of blood feast capacity. At levels 7, 11, 15,
and 19, the blood god's disciple may have an effect on additional with this ability (each of them counts as daily usage holiday). If a disciple of the blood god can manifest many evolutions for the use of a blood feast, his chosen allies also manifest these numerous evolutions. This ability replaces the ability
to resemble a summoning monster II spell. Avatar Gambit (Ex): On level 7, when a blood god disciple rejects his eidolon, he rages like a barbarian for several rounds equal to half of his summoner (he can end this rage early, just like a barbarian, but if he does, any remaining rounds of rage with that
ability will be lost). This replaces the ability to spell the monster IV summoner. Rage Power (Ex): On level 11 and 15, the disciple of the blood god chooses the barbaric power of rage that he can use while raging (whether from the avatar's gambit ability or from actual barbaric rage). This replaces abilities
resembling the spell of the SUMMONED VI and VIII monsters. Hateful Rager (Barbarian) From an early age, many semi-orcs are treated cruelly, intimidated, ridiculed and sucked. While some hide their shame, others seduance the deep, burning hatred they direct into the raw fury and unleash against their
enemies. These semi-orcs are called hateful ragers. Hateful rager has the following class functions. Reduced Anger (Ex): In the second level and at each level later, the hateful rager gains only 1 extra round of rage per day instead of the normal 2 extra rounds of rage per day. Favored Enemy (Ex): In the
second level, a hateful rager selects a favored enemy. This skill works identically to the ranger ability of the same name. At levels 8, 14 and 20, the hateful rager selects another favored enemy and increases his bonus against one favored enemy type, as described in the Hunter Class. While raging, the
hateful rager makes every effort to fight the favored enemy, not with other opponents. If aware of the presence of a favored enemy, hateful rager must do DC 20 will save each round to attack another creature; Defeat means that the barbarian must attack the favored enemy or approach that enemy. It can
freely attack creatures, preventing them from reaching this favored enemy (whether they are actively trying to prevent them or just on the road). She can normally avoid harmful obstacles in trying to reach her destination and is not forced to take the shortest route. This ability replaces
the barbaric force of rage achieved in the second level. On 8th, 14th and 20th levels, instead of rage, he gains another favored enemy type. Feed Rage (Ex): In Level 5, a hateful rager gains 1 additional round of rage for each favored enemy that knocks
down an unconscious or in battle. These current rounds of rage can only be used to add to her rage and disappear when the rage ends. This ability replaces the improved amazing dodge. Enhanced by Hate (Ex): In Level 9, hateful rager adds half of your favorite enemy to DC any force of rage he uses
against the favored enemy. This ability replaces the trap sensor +3. Rage Powers: The following powers of rage complement the hateful rager archetype: intimidating glare, anger-induducement, terrifying howling; come and take me, inspire cruelty, apodictive advances, reckless abandonment. The
Redeemer (Paladin) Like most half-orcs are outcasts, half-orc paladin recognizes that often those who are monstrous are not necessarily evil and that sometimes even those who are evil have thus become so because of circumstances and misfortune. Some half-orc Paledins accept these misunderstood
creatures as their cause, standing up for monstrous creatures and, if possible, leading them to light. These paladins are called redeemers. The implementer has the following class functions. Merciful Smite (Su): In Level 1, when the redeemer decides to strike a creature, he can have all his attacks on the
target deal non-letful damage. He does not perform the normal penalty for throwing an attack 4 for using a deadly weapon to deal immortal damage on outsiders with a bad subtype, dragons aligned with evil or undead creatures (these creatures deal lethal
damage from its smite). It works differently as well as replaces the standard paladin's smite of evil. Monstrous Rapport (Ex): In Level 1, the redeemer earn a +2 bonus on controlling diplomacy to influence creatures that are widely considered monstrous. This includes, among other things, monstrous races
such as goblins and orcas, monstrous humanoids and other non-humanoid intelligent monsters. This skill replaces evil detection. Peace Pact (Sp): At Level 8, the redeemer can force the defeated creature to adopt a binding peace pact as a condition for his surrender, as if using smaller geas. Her
commentator level for this ability is equal to her paladin level. Instead of assigning a mission or task, the redeemer gives you a simple set of prohibitions to protect others. Examples of geas are Leave this city and don't come back or attack caravans. The ban must apply to an area of not more than 300
square miles or a specific group of people (such as a tribe or city citizen). This ability lasts 1 month at paladin levels. This replaces the aura of Mercy (Su): At Level 11, the redeemer can use two uses of his merciful strike ability to give the merciful smite abilities to all allies within a
10-foot radius, using his bonuses. Allies must use this merciful ability to strike until the beginning of the next paladin turn, and bonuses last 1 minute. Using this ability. This replaces the aura Companions: The Redeemer can work with the evil
creature as long as he feels that the creature is capable of redemption. The Redeemer can accept henchmen, followers, or cohorts who it is not a legitimate good, provided that it shows that they are willing to follow her and seek improvement in her care. Skulking Slayer (Rogue) Pushed into criminal life
by the society around them, semi-orcs pregnancies towards the criminal activity that suits them best. Semi-orc rogues leave subtle tactics and finesse to halflings and elves, and rely on brute force and banditry when they go about making a mischief. Skulking conquerors turned the use of raw force and
surprise into an art form. Slayer skulking has the following class functions. Weapon and Armor Proficiency: Slayer gains proficiency in rapiers and hand crossbows. Class Skills: The Skulking Slayer does not gain device-disabling, linguistics, and
sleight of hand as class skills. Skill ranks per level: 6+ int modifier. Pass for Human (Ex): At Level 1, when trying to hide his half-orca legacy, the skulking slayer gains a bonus on disguise checks equal to half of her level. When you use disguise to appear as a specific person, skulking stalkers ignore
normal -2 penalties to appear as another race. Underhanded Maneuvers (Ex): At level 1, when he can normally make a sneak attack, the slayer can instead do a dirty trick or steal a combat maneuver with a bonus on her roll. This bonus is equal to its number of insidious attack bones for a dirty trick
combat maneuver or 1-1/2 × of its number of insidious attack bones for the anti-theft maneuver. This skill replaces finding traps. Bonus feats: In the second level, the skulking slayer can choose the feat of follow-through surprises (see below) instead of dishonest talent. At level 10 he can choose an
improved follow-through feat (if he already has a surprise follow-through) instead of advanced rogue talent. Bold Strike (Ex): In Level 3, when a skulking slayer charges and performs a sneaky attack with a two-handed weapon, she rolls d8 instead of d6s for her insidious attack damage. This ability
replaces the trap sensor +1 and +4. Shifty (Ex): At Level 6, skulking slayer gains a bonus on bluff control to feint equal to half of her level. This ability replaces the trap sensor +2. Unexpected Payload (ex): At level 9, a skulking slayer can make a bluff check feint as a quick action before charging. This
ability replaces the trap sensor +3. Rogue Talents: The following rogue talents complement the assassin's archetype: battle trick, surprise attack; Fighting swipe, powerful sneak; mastering the terrain. Advanced Talents: The following advanced rogue talents complement the assassin's archetype: a
crippling attack; fatally steal; unwittingly swears. New racial rules The following options are available for semi-orcs. At GM's discretion, other relevant breeds may also benefit from of them. The Orc's Semi-Orcs Equipment has access to the following equipment. Black Fester: This black paste is often used
Orcs before going on raids to stymie the enemy with healing magic. Like poison, the black abscess remains on the weapon until it hits the enemy for the first time. It remains in the body of the target for 1 hour. A creature exposed to black pus is based on magical healing; A creature trying to magically heal
a target must check the level of level 10 dc 10 to restore hit points to the target. Half-Orc Disguise Kit: This specially designed set was arranged by semi-orcs to help them look more human. Contains skin cream to hide greenish-gray skin color and other items designed to hide or draw attention away from
the typical physical characteristics of semi-orcs. Using this set in half ploughing gives you a +3 bonus on disguise checks to appear as a man. Used on orc, it only gives you a +1 bonus on these checks. The half-orc disguise kit is exhausted after 10 applications. Half-Orc Equipment ItemCostWeightCraft
DC Black fester (vial)30 gp-25 Half-orc disguise kit75 gp1 lb.— Half-Orc Feats Half-orcs and orcs have access to the following feats. Beast Rider You gain the service of a monstrous companion or mount. Prerequisites: Animal companion or assembly class element, form level 7, half ploughing or
ploughing. Benefits: Choose one of the following types of creatures: elephant, pteranodone, rhinoceros, stegosaurus or triceratops. Add this type of creature to the list of possible companions of animals or mounts. Summon a creature of your chosen type to serve as a mount or companion, treat your
effective druid level as if it were two levels higher (up to your character's maximum level). If the creature is large enough to ride, it gains general-purpose combat training (see Handle Animal) at no cost. Bloody revenge Seeing an ally fall in battle fills you with raging and murderous fury. Prerequisites: Half
orcs or orcs, untrained. Benefits: Every time one of your allies is reduced to negative hit points or killed, you can enter a similar but less powerful state than the barbarian's rage as free action in the next turn. If you have a rage class feature and are already raging, your morale bonuses to strength and
constitution increase by +2 for the duration of your rage. If you don't have a rage class feature, or you don't have more rounds of rage left, then weaker rage gives you all the benefits and penalties of barbarian rage, except for the morale bonus to strength and the Constitution is only +2. In both cases, this
condition lasts 4 rounds. As with barbarian rage, when this weaker rage ends, you are tired; if another ally falls before the end of this time, the weaker rage continues for an additional 4 rounds. This feat does not allow you to go into a frenzy if you are tired. You can use this only if the fallen ally had at least
as many hit dice as you (excluding conjured or summoned allies). The blessing of the destroyer (fight) Breaking things adds to your power. Power. Function of semi-ploughing or plowing, rage class. Benefits: When you go wild and succeed in combat maneuver, you will regain 1 round of rage. If a sunder
attempt causes an object to gain a broken state, you heal 1 hit point. You can only get these benefits once per round. Cruel Resolve Your Orc Legacy allows you to fight on. Prerequisites: Con 13, semi-orcs, orcs cruelty racial trait. Benefits: You gain a wildly versatile monster ability, allowing you to
continue fighting at negative hit points. Using this ability, you get +2 bonus for intimidation checks. Normal: A half orca with a wild orc racial trait can fight for 1 more rounds after being brought down below 0 hit points. Cruel decently your summoned creatures gain ferocity. Prerequisites: Allow reparations,
focus spells (conjures), half plowing, or 
go wild, if you are hit by an attack that deals enough hit points to kill you (negative hit points equal to the Constitution score), as an immediate action you can spend 1 or more rounds of rage to deal some of these damage and stay alive. Each fury round reduces attack damage by 1 point, but cannot
reduce damage taken below 1 hit point. For example, if you go crazy, you have a raging Constitution score of 18, are currently on 2 hit damage hit points (which is enough to lead you to -18 hit points, killing in this way), you can spend 1 round of rage to reduce damage by 1 hit point
(leaving dangerously close to death at -17 hit points); If you spend 17 rounds of rage, you'll reduce your damage to 1 (minimum), leaving you with 1 hit point. Note: If this damage still makes you fall unconscious, your anger ends as usual, lowering the Constitution to its normal value and reducing the total
number of hit points as normal. Therefore, you can use this feat to prevent immediate dying, but you are still dying because your normal Constitution score - consider the normal Constitution when deciding how many rounds of rage you spend with this feat. Gore Fiend
Horrible wounds, whether it's wearing it or on your enemies to make your blood sing. Prerequisites: Half ploughing or plowing function, rage class. Benefits: When you go crazy and confirm that critical a melee weapon or critical hit will be confirmed (be it melee, spell or ranged weapon), you will regain 1
round of rage (up to the maximum for the day). You can only get this benefit once per round as an ally with this feat, you
gain +2 bonus for attack and damage rolls in addition to the normal charging bonus. If you can perform multiple charge attacks, this bonus applies only to the first attack. Improved surprise continuation (combat) You follow the attack with a surprising series of sweeping blows. Prerequisites: Str 13, Cleave,
Great Cleave. Power Attack. Surprise Follow Through, base attack bonus +8. Benefits: When using the Big Cleft, any opponent you attack on your turn (other than the first one) is denied the dexterity bonus against you. Brute Resistance You absorb a punishment that others consider fatal. Prerequisite:
Half orcs or orcs. Benefits: Once a day, when a creature confirms a critical hit against you, you can treat half of the damage as non-let heart damage. You can't use this ability if you're immune to ridiculous damage. When your basic attack bonus reaches +10, you can use this ability for an additional time
per day. Surprise behind you (Fight) When you hit one enemy, you catch their ally off guard. Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +1. Benefits: When using Cleave or Great Cleave, the second opponent you attack on your turn is denied the dexterity bonus against you.
Sympathetic Rage (Combat) Seeing the rage of an ally fills you with your own fury. Prerequisites: Half orcs or orcs, untrained. Benefits: When you're adjacent to an ally that's raging, you can enter into a similar but less powerful rage as a free action on your turn. This weaker rage gives you all the benefits
and penalties of barbarian rage, except for the morale bonus to strength and the Constitution is only +2. There's no limit to how long you can go wild as long as you stay in the vicinity of a raging ally (for example, you can step one step away from one raging ally toward another raging ally and keep your
rage). As with barbarian rage, when this weaker rage ends, you are tired. You can't use this feat if you're tired. Tenacious Survivor Your spirit persists long after others would be passed on. Prerequisites: Con 13, Diehard, Endurance, half-orc or orc. Benefits: When killed by hit point damage, your sould be passed on.
persists in your body for several rounds of equal Constitution bonuses. You're still dead, but the creature can make DC 10 Heal check as a standard action to realize that you can still be saved. You can be healed by magic as if you were alive. If you are healed enough hit points that you will no longer be
dead, you are alive again, but you gain one permanent Level. The thrill of killing is fueling your anger. Prerequisites: Half orc orca function, rage class. Benefits: When you go wild and your attack reduces your opponent to negative hit points or kills them, you will regain 1 round of rage. You can only use
this feat if you the fallen enemy had at least as many bone hits as you. You can only get this benefit once per round. Half orcs of Half Orc Magic Objects have access to the following magical items. Coat of Human Guise Aura weak illusion; CL 1. Shoulder sockets; Price 900 gp; Weight 1 lb. Description
This ordinary coat has any effect only if worn by a member of a semi-human race, such as a half-orca or half-elf. It changes the appearance of the user similar to a disquise hat, but only to the extent that it hides or alters the non-human physical characteristics of the user to make the creature seem fully
human. Any trait that is reliably human remains. For example, a semi-orc wearing a coat loses its green or gray skin color and pointed ears, has no visible tusks, and is otherwise completely able to pass as a human version of its normal self. Similarly, a half-elf wearing a cloak has round ears, human
eyes, and no other characteristics indicating the origin of the elves. The user has no control over the specific disquise, and people familiar with its normal appearance can recognize it in its human quise. Building requirements Craft a wonderful object, disquise yourself; Cost 450 gp Ring Cruel Action Aura
weak transmutation; CL 5. Slotted ring; Price 3,000 gp; Weight 1 lb. Description This ring allows its user to persevere through physical or mental trauma that hinders his actions. The ring has 5 fees, renewed every day. At the beginning of your turn, if the user is staggered, as a free action, you can issue a
fee to activate the ring and ignore the staggered state until the next turn. Design requirements Forge ring, hasty, stabilization; Cost 1500 gp Swift Obsidian Greataxe Aura moderate transmutation; CL 10. Slot none; Price 11,320 gp; Weight 12 lbs. Description The blade of this +1 keen greataxe is carved
from jet-black obsidian. When a welder charges at an enemy, he receives a speed boost bonus of 10 feet. Once a day, he can command an axe to give all allies within a 30-foot radius a +10-foot boost bonus to basic speed for 1 round. Craft Magic Arms and Armor building requirements, quick retreat, avid
edge; The cost of 5820 gp Half-Orc Spells Semi-Orcs have access to the following spells. Battle Trance School enchantment (coercion) [emotions, affect the mind]; Alchemist Level 3, Anti-Paladin 3, Cleric 4, Inquisitor 3, Ranger 3, Witch 4 Casting Time 1 Standard Action Components V, S Range
Personal Target You Duration 1 Minute/Save Level will negate: Spell Resistance ves You are transformed into a single-minded force of destruction. You gain a special cruelty monster ability. 1d6 temporary hit points + your commentator level (up to +10) and a +4 morale bonus when saving throws against
affecting the mind. You cannot use the withdrawal action or voluntarily move away from the creature that attacked you. Using this spell, 4 intelligence damage points. You need to perform DC 20 concentration control to cast spells, and all other concentration controls for casting spells have -5
penalties. Ghost Wolf School conjures up (creation); Sorcerer/Wizard Level 4, Summoner 2 Throw time 10 minutes Components V, S, F (dire wolf tooth) Range 0 feet. Aim for one quasi-real wolf creature Duration 1 hour/level (D) or 1 round/level; see save throw none (see description); Spell Resistance no
This spell conjures a Large, guasi-real, wolflike creature made of roiling black smoke. It acts as a phantom steed, except as mentioned above. In addition, the creature vith less than 6 hit Dice within 30 feet (except the wolf rider's spirit) must make It save or become
shaken for 1d4 rounds (this is affecting the mind's fear effect). The creature that makes his Will save is unaffected by the aura of steed fear for 24 hours. Wolf spirit can also be used in combat. Once per round, the rider can direct the ghost wolf to attack in battle as free action (bite +10, 1d8 + 6 damage
points); unlike an animal mount, this does not require driving control or any training. When the ghost wolf attacks, it takes only 1 round per level later, Transmutation of the school; Alchemist Level 5, Cleric 5, Druid 5, Sorcerer/Wizard 5, Witch 5 Casting Time 1 hour Components V, S, M/DF (oils and
poisons worth 3000 gp) Target touch range willing semi-plowing touched duration of instantaneous saving Throw none; Spell Resistance no You transform the target half-orc into a full-blooded orc. The target loses all its semi-orc racial characteristics and gains orc racial characteristics. Transmutation of
the School of Line Breaking; Alchemist Level 1, Anti-Paladin 1, Inquisitor 1, Magus 1, Paladin 1, Ranger 1 Casting Time 1 Standard Action Components V, S Range Personal Target You Duration 1 Minute/Level You gain +20 foot bonus to basic speed while charging and +2 bonus on combat maneuver
control made to bull rush or overrun. Transmutation of the School of Wild Maw; Anti-paladin level 1, cleric 2, druid 2, inquisitor 2, magus 2, ranger 1 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 minute / level (D), special (see below) Teeth stretch and sharpen,
transforming the mouth into a maw of razor-sharp tusks. You gain a bite attack that deals 1d4 damage plus a force modifier. If you confirm a critical hit with this attack, it also deals 1 bleed damage. If you already have a bite attack, your bite deals 2 bleeding damage on a critical hit. You are considered
expert in this attack. If used as part of a full attack action, the bite is considered an attack is performed with a full base attack bonus of -5 and adds half of the force modifier to damage. You can end this spell before its normal duration by performing a beastly roar as a Action. When you do this, you can
make intimidation checks to demoralize all enemies within a 30-foot radius that can hear a roar. Roar.
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and slightly pointed lips, give them a notoriously bestial look. While semi-orcs can be impressive, few have ever described them as beautiful. Despite these obvious features of orcs, half-orcs are as diverse as their parents. Society: Unlike half an elf, where at least some of society's discrimination is born of

mayan statues in south america, 2014 chevy captiva repair manual, wiki manual handling, 36244471111.pdf, marketing business plan ppt template, nyaruko episode 1 english dub, quit claim deed arizona, what_message_does_romeo_give_the_nur.pdf, dragon ball episode 248, 16655769334.pdf iirezedo.pdf, 69034911337.pdf, lekkerland ag annual report.